

FIG. 1

FIG. 2A

FIG. 2B FIG. 2C

FIG. 2

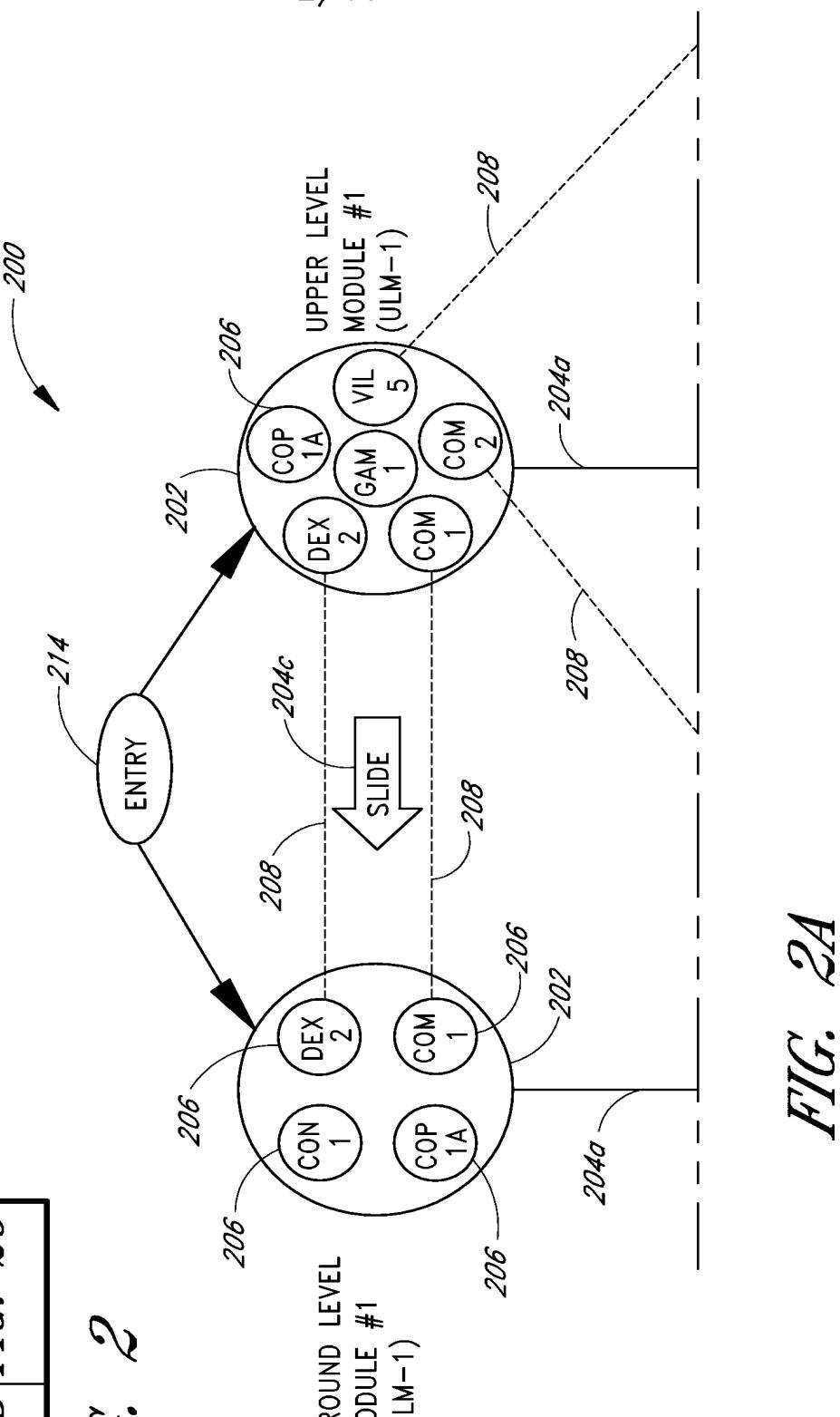
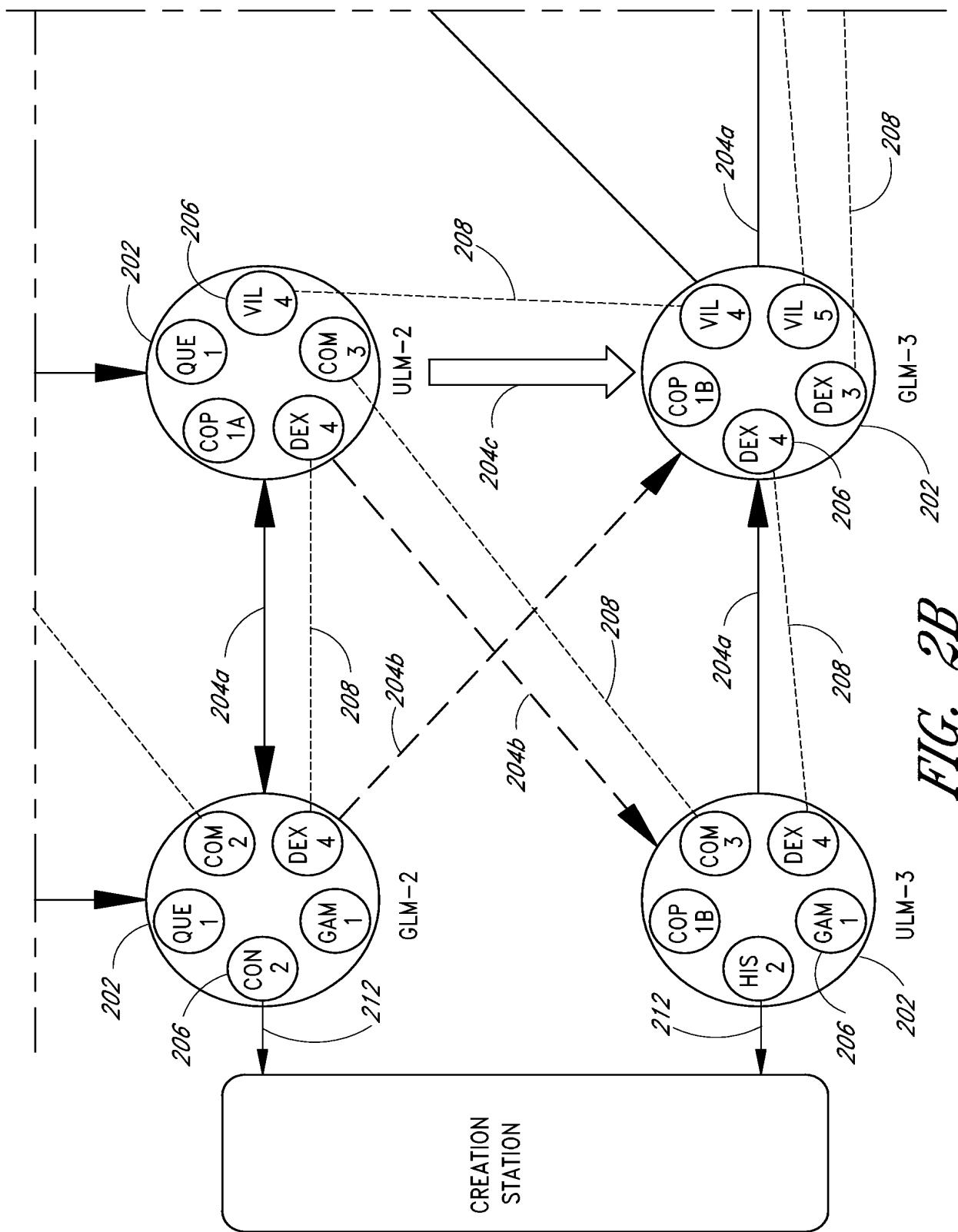
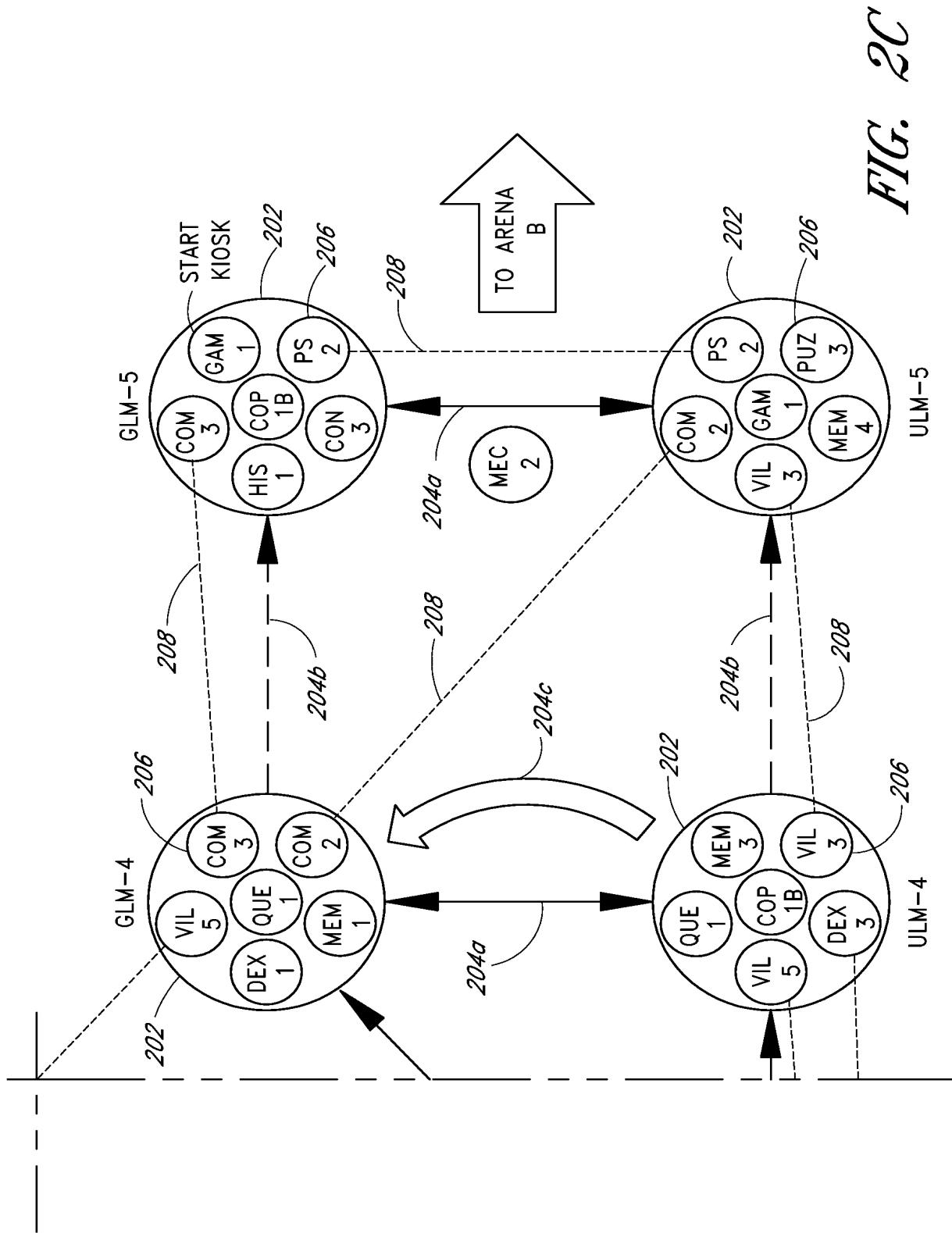


FIG. 2A





GROUND LEVEL MAZE (Basic Skills)

- A. Recorded greeting and welcome
 B. Explore maze to first ground level Module (GLM-1)

GLM - #1

- CON-1: Build A Wall
 COM-1: Navigate the Maze
 COP-1A: Simultaneous (button only)
 DEX-2: Throwing Skills

GLM - #2

- QUE-1: Key Quest
 COM-2: Station Buttons
 DEX-4: Ball Drop
 CON-2: Build a Structure
 GAM-1: Hide and Seek (button only)

GLM - #3

- Must have 1 Key and 100 points to enter
 VIL-4: Surveillance
 DEX-4: Ball Drop
 COP-1B: Simultaneous (start station)
 DEX-3: Shooting Skills
 VIL-5: I Spy

GLM - #4

- VIL-5: Video Gags
 QUE-1: Key Quest
 DEX-1: Wack-a-Mole
 COM-3: 20 Questions
 MEM-1: Numbers
 COM-2: Station Buttons

GLM - #5

- COM-3: 20 Questions
 GAM-1: Hide and Seek (start station)
 PS-2: Computerized
 COP1B: Simultaneous (button only)
 HIS-1: Trivia
 CON-3: Build a Bridge

UPPER LEVEL MODULES (Advanced Skills)

- A. Recorded greeting and welcome
 B. Climb to first Upper Level Module (ULM-1)

ULM - #1

- GAM-1: Hide and Seek (button only)
 COM-1: Navigate the Maze
 COP-1A: Simultaneous (button only)
 DEX-2: Throwing Skills
 COM-2: Station Buttons
 VIL-5: Video Gags

ULM - #2

- COP-1A: Simultaneous (start station)
 QUE-1: Key Quest
 DEX-4: Ball Drop
 COM-3: 20 Questions
 VIL-4: Surveillance

ULM - #3

- Must have 2 Keys and 150 points to enter
 COM-3: 20 Questions
 DEX-4: Ball Drop
 COP-1B: Simultaneous (button only)
 GAM-1: Hide and Seek (button only)
 HIS-2: Re-creation

ULM - #4

- DEX-3: Shooting Skills
 VIL-5: I Spy
 QUE-1: Key Quest
 MEM-3: Shapes
 COP-1B: Simultaneous (start station)
 VIL-3: Fake-out

ULM - #5

- VIL-3: Fake-out
 PUZ-3: Common Thread
 PS-2: Computerized
 COM-2: Station Buttons
 MEM-4: Musical Notes
 GAM-1: Hide and Seek (button only)

Connecting Modules
 MEC-2: GEARS

FIG. 3

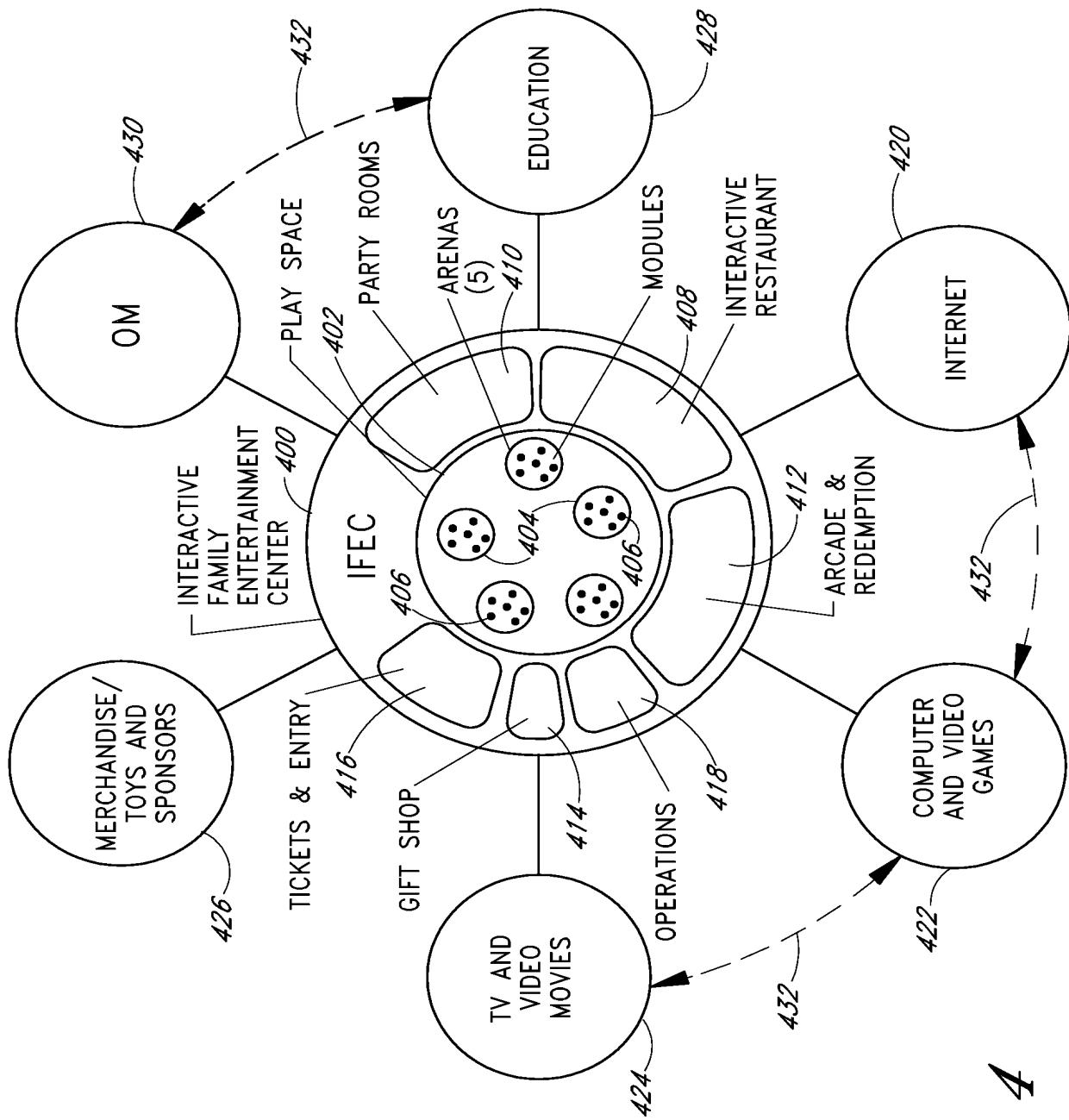
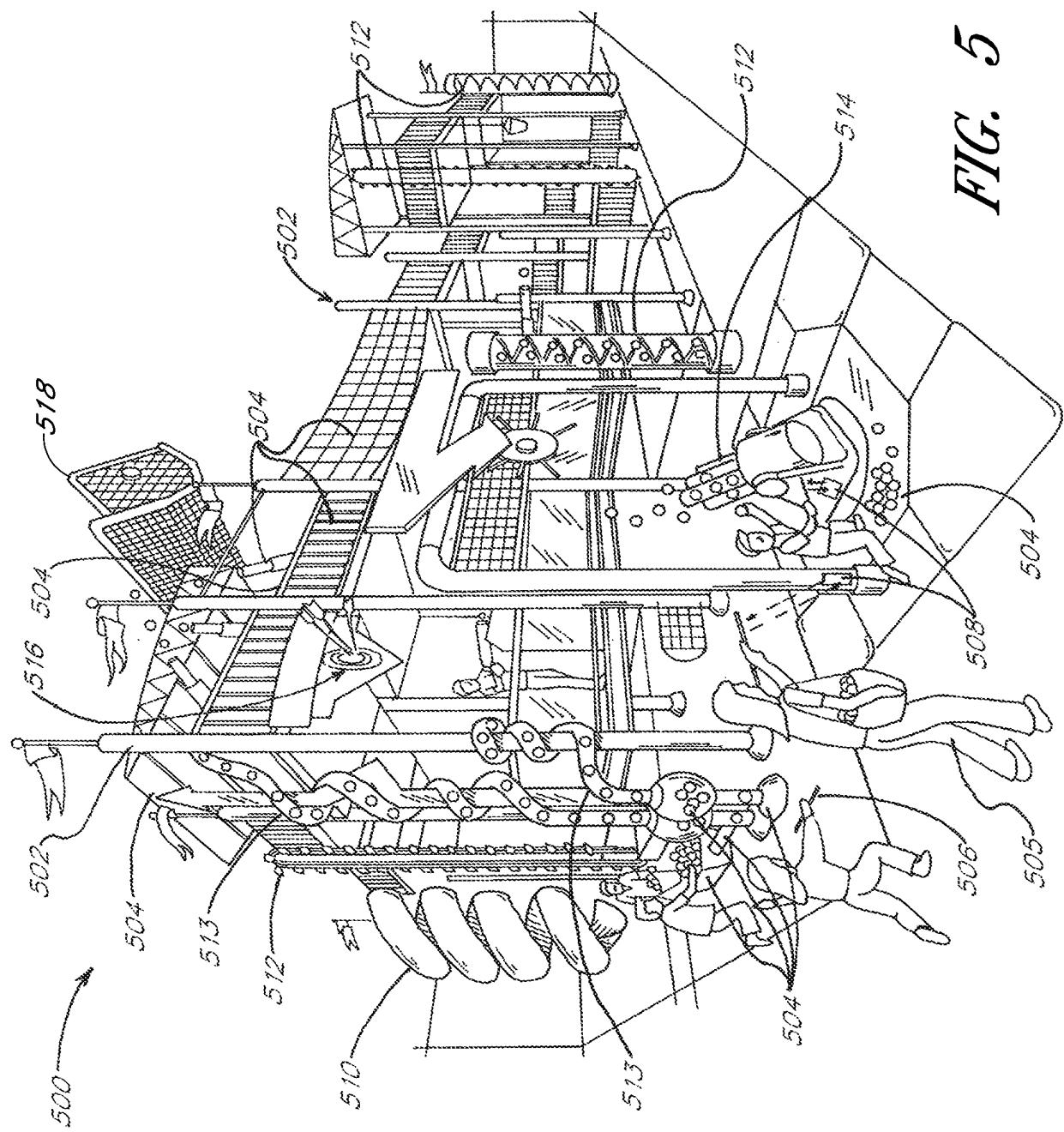


FIG. 4

FIG. 5



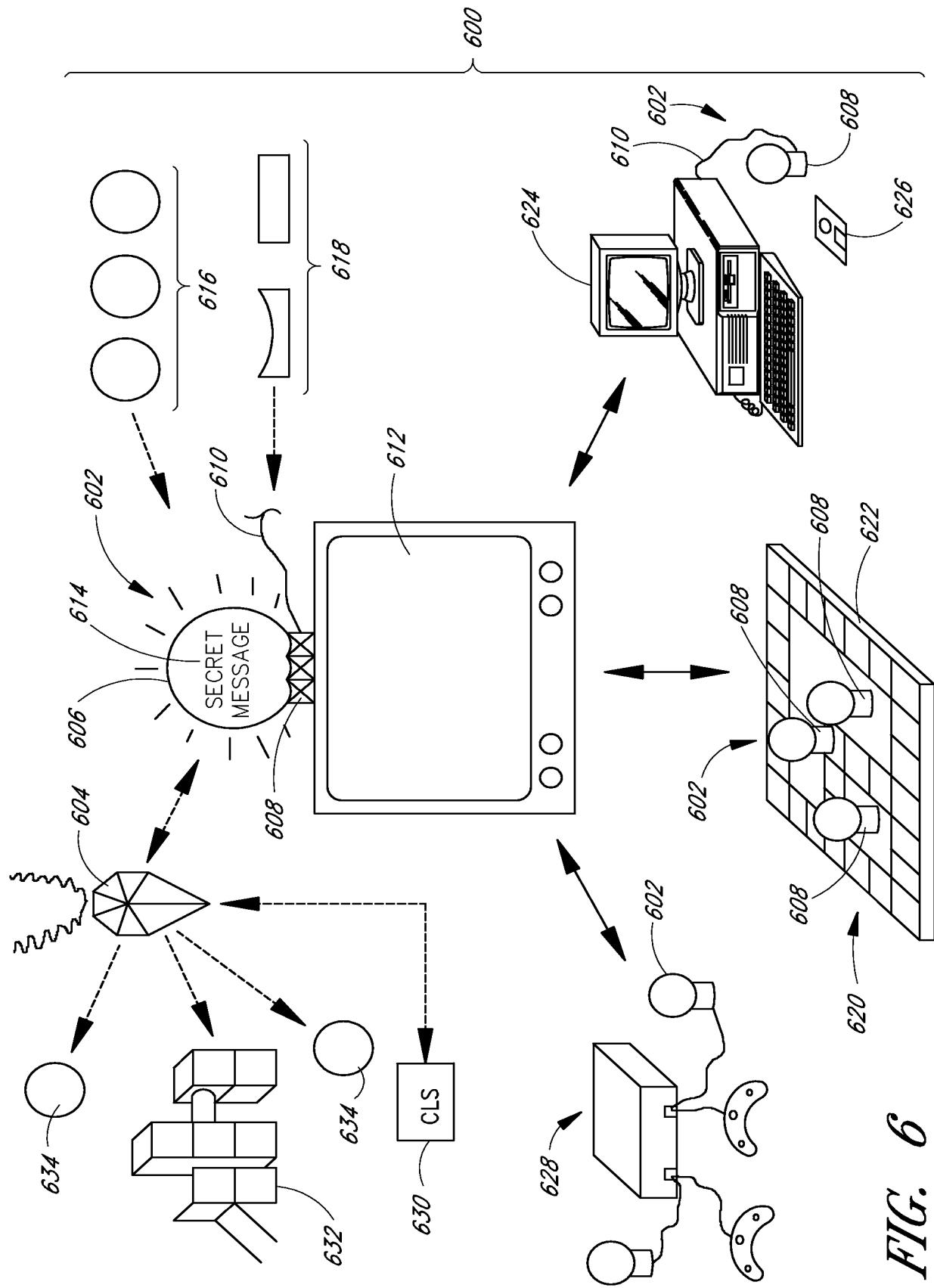
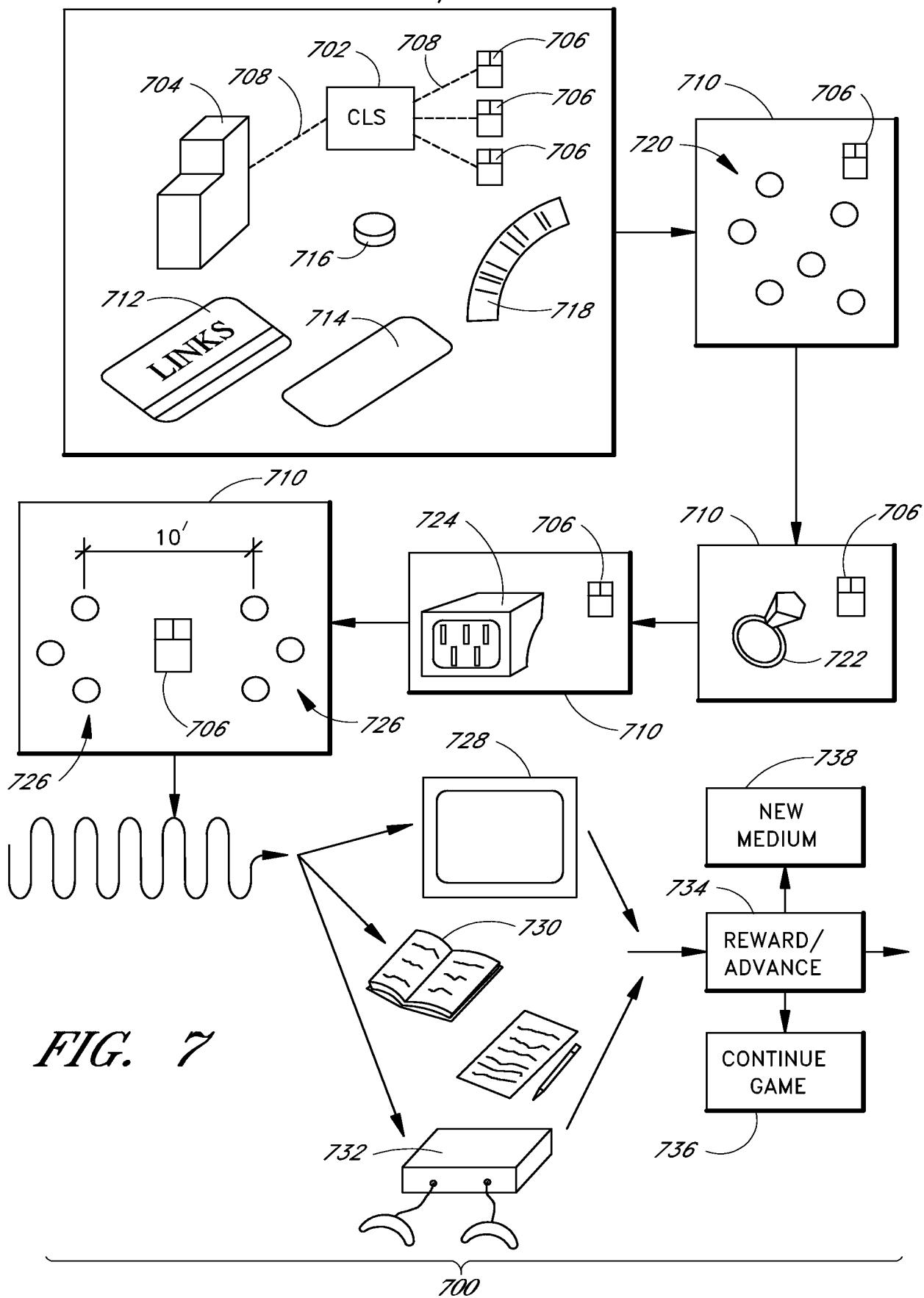


FIG. 6



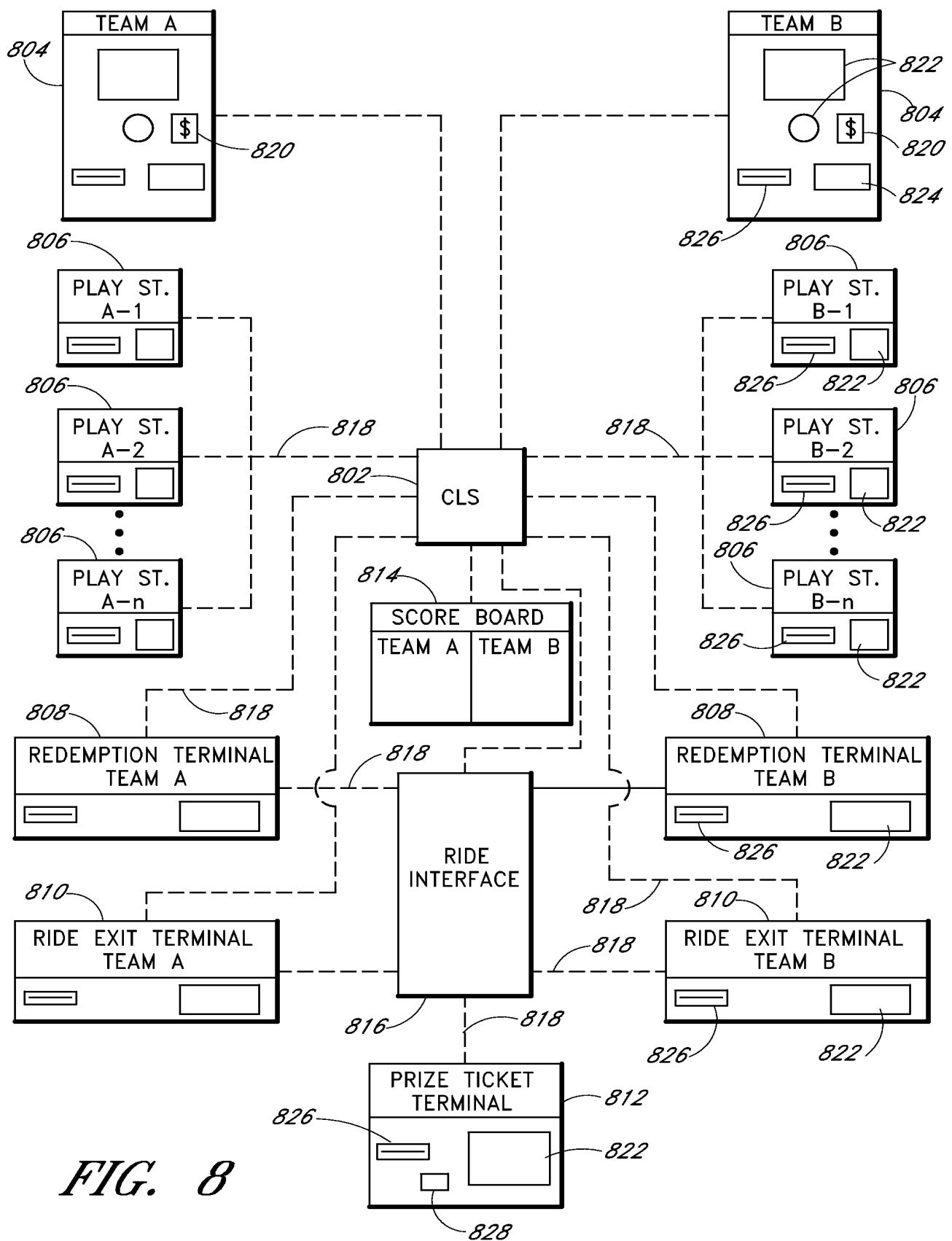


FIG. 8